



HeDa Track Inspector 2 Add-ons

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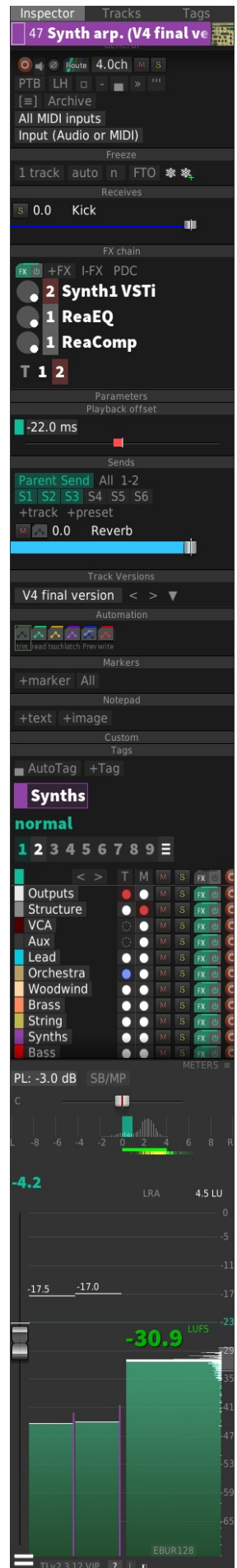


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Abbreviations used in the guide

- **LMB** = Left Mouse Button click
- **RMB** = Right Mouse Button click
- **MMB** = Middle Mouse Button click
- **CTRL** = Ctrl key on PC
- **ALT** = Alt key on PC
- **SHIFT** = Shift key on PC

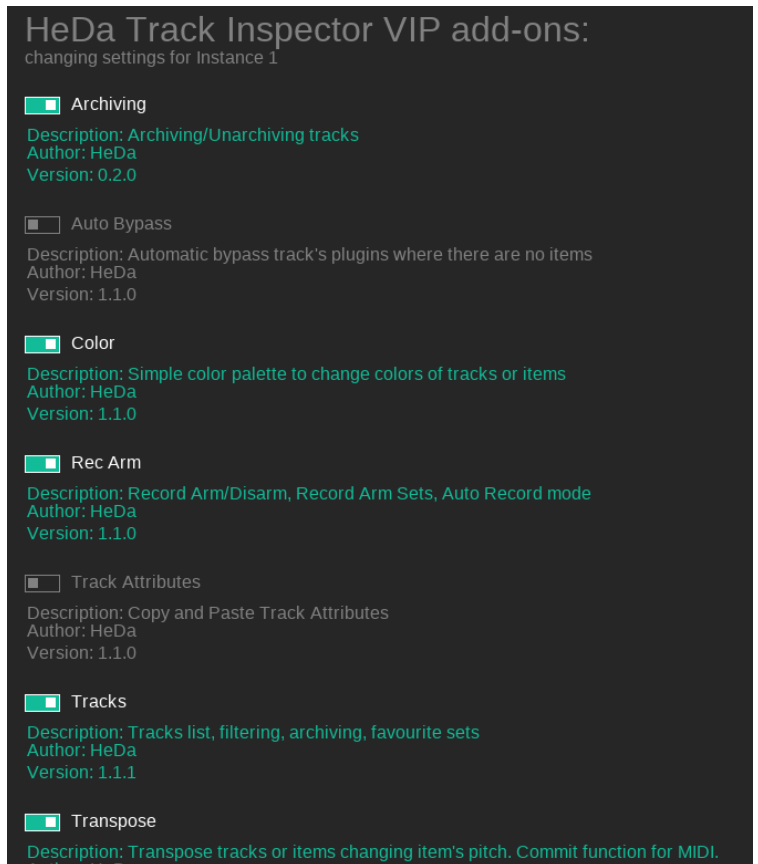
Links:

- HeDaScripts: <https://reaper.hector-corcin.com>
- Donate: <https://reaper.hector-corcin.com/vip/donations>
- Download HeDaScripts Manager:
<https://reaper.hector-corcin.com/app/hedascripts-manager>
- HeDaScripts Manager forum thread:
<https://forum.cockos.com/showthread.php?t=179003>
- Track Inspector forum thread: <https://forum.cockos.com/showthread.php?t=174202>

1 Add-ons

In order to use add-ons you have to install them from the Manager and then **Enable** them in the **Add-on Manager**. You can run the manager from the action or right clicking on any page button at the top and choosing **Manage Add-ons**.

After enabling an add-on, a new panel will become available in the list of panels for the current page. Switch to the page you want the panel to be visible, and right-click on the page button, and select the panel. This will activate the panel in that specific page.



The screenshot shows a dark-themed interface titled "HeDa Track Inspector VIP add-ons: changing settings for Instance 1". It lists several add-ons with their status (checked or unchecked), descriptions, authors, and versions.

- Archiving
Description: Archiving/Unarchiving tracks
Author: HeDa
Version: 0.2.0
- Auto Bypass
Description: Automatic bypass track's plugins where there are no items
Author: HeDa
Version: 1.1.0
- Color
Description: Simple color palette to change colors of tracks or items
Author: HeDa
Version: 1.1.0
- Rec Arm
Description: Record Arm/Disarm, Record Arm Sets, Auto Record mode
Author: HeDa
Version: 1.1.0
- Track Attributes
Description: Copy and Paste Track Attributes
Author: HeDa
Version: 1.1.0
- Tracks
Description: Tracks list, filtering, archiving, favourite sets
Author: HeDa
Version: 1.1.1
- Transpose
Description: Transpose tracks or items changing item's pitch. Commit function for MIDI.
Author: HeDa

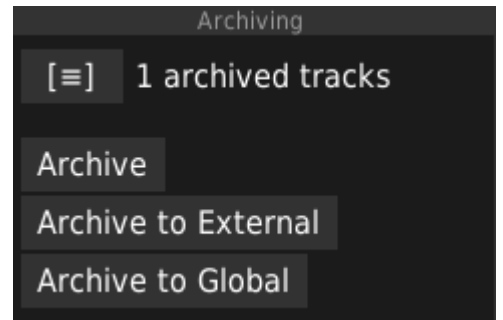
1.1 Archiving

This add-on enables you to archive tracks in a similar manner as the "Archive" button found in the General tab, while also providing additional functionality.

There are 3 archiving modes:

Archive

Similar to the "Archive" button found in the General tab, this method sets the plugins offline while preserving the data of those plugins within the RPP file.



Archive to External:

It archives the track, but instead of just setting the plugins off-line, it saves the the FX Chain into an external file inside a subdirectory in project's directory. Then it deletes the plugins and archives the track. This way, the data of the plugins is no longer inside te RPP file, but it leaves a link inside the track's data to find the file to restore the FX Chain. This way it can unarchive the track adding the FX Chain from the file.

The benefit of utilizing this is the ability to minimize the size of your RPP project files by archiving track data externally, particularly for larger projects with a high number of tracks (such as templates with hundreds of tracks). This reduces both the time required for loading and saving and autosaving the projects, making your workflow more efficient overall.

Archive to Global:

This method is similar to "Archive to External," but it saves the FX Chains independently in an add-on settings folder, making them available globally for use across all projects (intended primarily for Project Templates)

With this method, you save hard disk space by reusing the same external FX Chain file across multiple projects that are generated from the same project template.

Overwriting archived files

If you archive externally a track that was previously archived, the data files overwrite previous files too so you always have the latest version of the FX Chain for unarchiving. But in the case of Archive to Global, the files are not overwritten by default. So, this way, can change things in the track, and if you want to restore how the track was when archived to global, you can just archive to global again and unarchive, and the FX chain will be restored from the Global template again. If you really want to overwrite and update the template, you can enable the option in the panel menu, and then it will ask you to overwrite the global template when archiving to global.

Show/Hide Archived Tracks

The "Show/Hide Archived Tracks" feature allows users to quickly and easily toggle the visibility of previously archived tracks within their projects. By clicking the "[≡]" button, all previously hidden tracks will be displayed, allowing users to selectively unarchive specific tracks (if desired). Alternatively, by using the new "Show Only Archived" button, users can filter their project view to only display previously archived tracks. To close the archive track view and restore all tracks visibility as it was before, simply click the "[Hide Archived]" button again

Copying and Pasting tracks

You can copy/paste tracks that have been archived globally into another project. And then archive/unarchive them globally again as needed.

When to use Archive to External, or Archive to Global ?

When deciding between using "Archive to External" or "Archive to Global" there are a few key considerations to bear in mind:

- Archive to External is best suited for tracks that are specific to a particular project and will not be reused across multiple projects. This method saves the FX Chain data into a subdirectory within the project folder, making it easily accessible when working with that project but preventing accidental copying or pasting of archived data between different projects without additional manual steps (such as manually copying the external files over).
- Archive to Global is better suited for tracks that are being reused across multiple projects, particularly those that have been incorporated into a larger Project Template. This method saves the FX Chain data independently in an add-on settings folder, allowing it to be easily accessed and utilized by any project that has installed or referenced that specific template (without requiring manual copying or pasting of external files between different projects).

Actions

the following actions are added to REAPER when installing the add-on.

HeDa_Track Inspector 2 VIP_Archiving_Archive.lua

HeDa_Track Inspector 2 VIP_Archiving_Archive External.lua

HeDa_Track Inspector 2 VIP_Archiving_Archive Global.lua

HeDa_Track Inspector 2 VIP_Archiving_Unarchive.lua

1.2 Auto Bypass

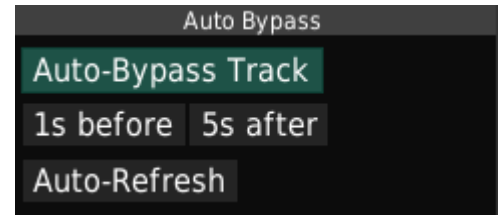
This automatically adds a bypass envelope for all the plugins in the track, only where there are items in the track.

Auto-BypassTrack

This activates the feature for the selected track or tracks. Allows to configure some time before and after the items where the envelope is still active.

Auto-Refresh

if enabled, the project constantly adjusts the envelope. Not needed if you don't move the items.



1.3 Color

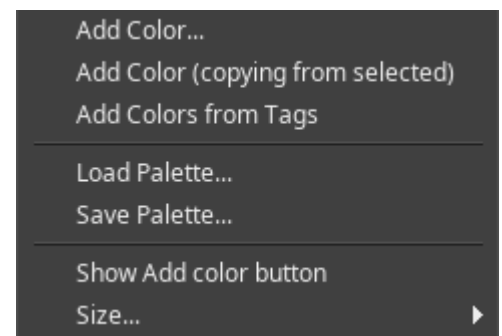
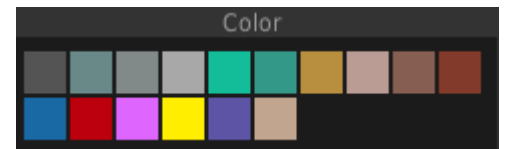
This provides a simple palette of colors ready to assign to tracks or items.

LMB: Assigns the color to the track or item, depending on last selected.

RMB: Changes the color or deletes the color swatch.

Panel menu:

- Add-Color... Adds a color swatch
- Add Colors from Tags: If you have tags with colors, it will create one color swatch for each tag color.
- Load/Save: to external file for sharing palettes.
- Show Add color an Size: It provides a + button to add colors and change the size of the swatches



1.4 Rec Arm

Like in the general panel, the first row of buttons can display the recording controls of the current track.

Record

LMB: Toggles record arm for selected track(s)

RMB: Opens Record settings window for selected track

Monitor

LMB: Record monitor mode of selected track. ON/AUTO/OFF

Monitor Track Media when recording

LMB: changes the monitor of the recorded media

Record Mode

Change track recording mode, Audio or MIDI. Overdub etc..

ARM

It changes the autopunch mode automatically depending if you have a time selection, or an item selected.

Normal / Time Selection autopunch / Selected Item autopunch modes

Manually sets the autopunch mode

Presets:

Allows to have a list of recording armed tracks presets.

+ Add set

Click the button to add a set of tracks to the preset. Give it a name if you want. It saves the tracks and their recording arm state to the preset. Next time you want to have those tracks armed, just click on the created preset button.

Select Sets

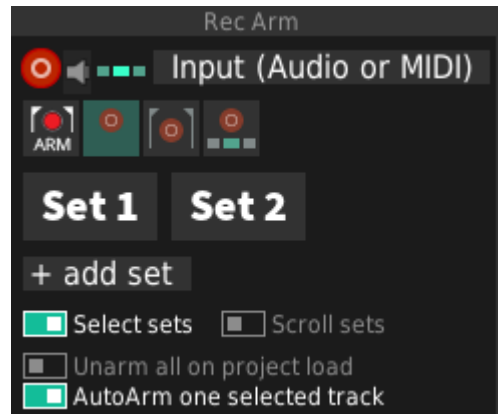
When loading presets, it selects the tracks. If not, it only arms the tracks as needed.

Scroll Sets

When loading presets, it scrolls view into them.

Unarm all on project load

Enabling this option will unarm all tracks when you load a new project. Sometimes it is useful because you save the project with some tracks armed, and you forget it the next time you load the project, causing mic feedback or undesired results.

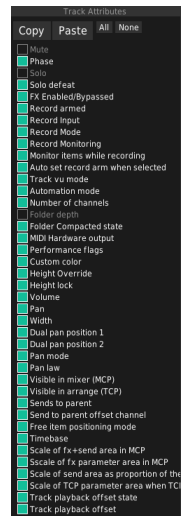


AutoArm one selected

If enabled, it autoarms the selected track, even if it is not in autoarm mode.

1.5 Track Attributes

This allows to copy and paste track attributes between tracks. Select the attributes to include and then copy and select other track or tracks and paste



1.6 Tracks

It displays a compact view of all the tracks.

TCP

if enabled, the list show tracks that are displayed in the Tracks Control Panel (TCP) arrange view.

MCP

if enabled, the list includes tracks that are displayed in the Mixer (MCP)

if you disable both TCP and MCP, only hidden tracks are shown

- D1 +

It is a depth filter only showing tracks with certain depths. Depth is the number of parent tracks it has.

TAGS

shows the column of tags assigned to track, to quickly see if there is a track missing tags

- + buttons

Change the font size allowing to fit more or less tracks in the view.

Track List

Displays the list of tracks with their color, and track number and track names.

LMB: Selects the track and scrolls it into view.

Shift + LMB: Select multiple contiguous tracks.

Ctrl + LMB: Select multiple tracks add to selection

RMB: Shows a menu. Add to set. This adds the track to the set.

Set List

The "Set List" feature provides users with an easy-to-use and convenient way to quickly access their frequently used or



preferred tracks within larger projects with many tracks. By marking specific tracks as "added to set," they will be automatically included in this list, which can then be easily accessed and utilized throughout the project workflow. This functionality is similar to a favorites list, allowing users to prioritize and organize their most commonly used tracks for greater efficiency and convenience within their projects.

Panel Menu

- **Clear Set:** Removes all tracks from the set.
- **Save set as:** Allows to save the set to a preset button to quickly load different sets of favorites. **Alt+LMB:** in the preset button to remove the preset.

1.7 Transpose

Changes the pitch of the items in the track to transpose them.

-12 -1 0 +1 or +12

Select the track or tracks and click the buttons to change the transpose of the items in the tracks.



Lock

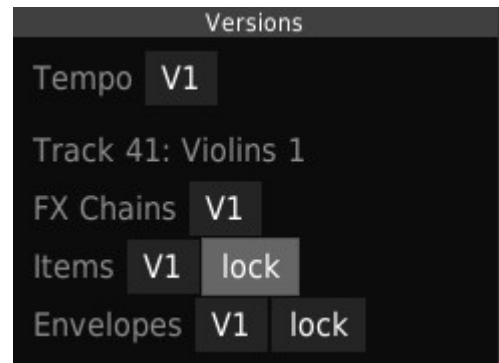
If the track has the Lock button enabled, the transposition is not changed until is unlocked. This allows to mark percussion tracks for example as locked, then select all tracks and use the transpose buttons to quickly transpose the entire song without affecting percussion tracks.

Commit

If the items are MIDI, this resets the pitch of the items, and transposes the MIDI notes. Now the track shows a +0 transposition but the sound is transposed as desired.

1.8 Versions

Like the Track Versions Panel, the Versions Panel can be used to maintain different versions of the track, but without duplicating the tracks. Here the same track is used for all versions and the items, envelopes, or fx chains, are replaced by the versions data saved. Additionally a global tempo versions is provided to be able to change tempo of the master track too.



V1 buttons:

These buttons display the current version being used, and you can Right click to show a menu to create a new version.

RMB:

- Duplicate version. It creates a new version from the current version.
- Create new version: It creates an empty version.
- Rename Version. By default the new versions will be V2, V3, etc, but you can name them something else.
- Delete versions. To cleanup the versions that you no longer need.

LMB: Switch version.

Lock button:

This constantly applies the version to the track when you something in REAPER. This is a hacky way to keep the version locked, not affected by any editing that you do to.